

**For this time of the week, you are  
lookin' sensational!**



# In this session

- Inquiry
  - Practical models
  - Questioning
  - ICT
  - Image

1

Jodie

2

Vicki

3

Jake

4

Ben

# Which stat is false?

- Surgeons who were consistent 'gamers' in their teenage years will make 40% fewer mistakes in surgery
- 20% of people in Australia do not make their bed daily
- 80% of secondary students have been asleep in at least one lesson this year



**Curriculum**

**Pedagogy**

**Assessment**

**Reporting**



**Think  
Buddies**



# The Question Game

- Why do you believe...?
- Could you give an example of that?
- Are you suggesting...?
- What reasons do you have for saying that?
- Could you clarify that comment?
- Why did you find that interesting?
- How do you know that?



# Developing rich focus questions

- They can be: Philosophical / provocative / quirky / thought-provoking / unusual / intriguing
- Examples of focus questions?
  - What is the price of life?
  - Are we really what we eat?
  - Which toy would choose you?
  - Is more ever enough?
  - Is life fair?
  - Does happily ever after really exist?



# Curriculum-framing questions



- **Essential Question**

Are we really what we eat?

- **Unit Questions**

How do healthy eating habits help me grow bigger and live longer?

How do advertisements help us make our food choices?

- **Content Questions**

What are the food groups?

What is the food pyramid?

What foods belong in a healthy diet?

# Student inquiry!?!?

Q. What's our purpose for doing this inquiry?

Q. What do we already know about this issue?

Q. What are our questions?

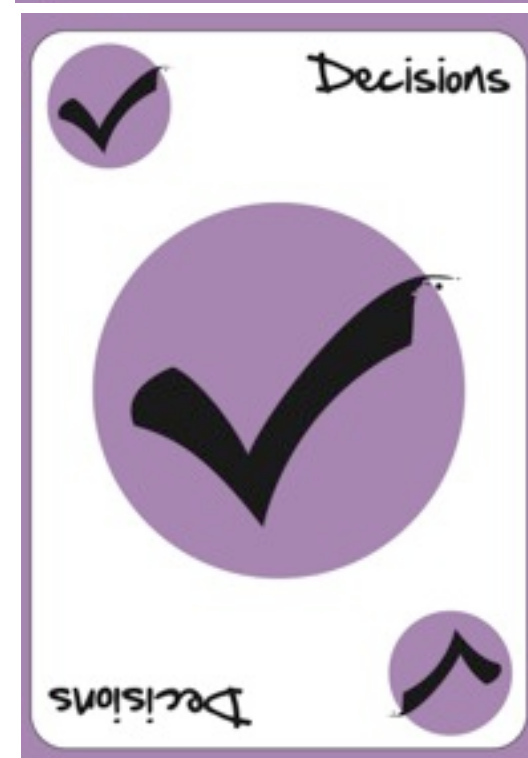
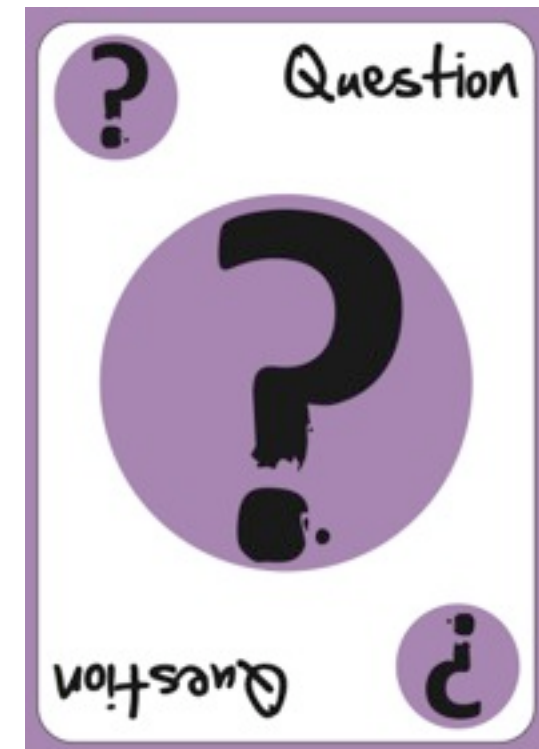
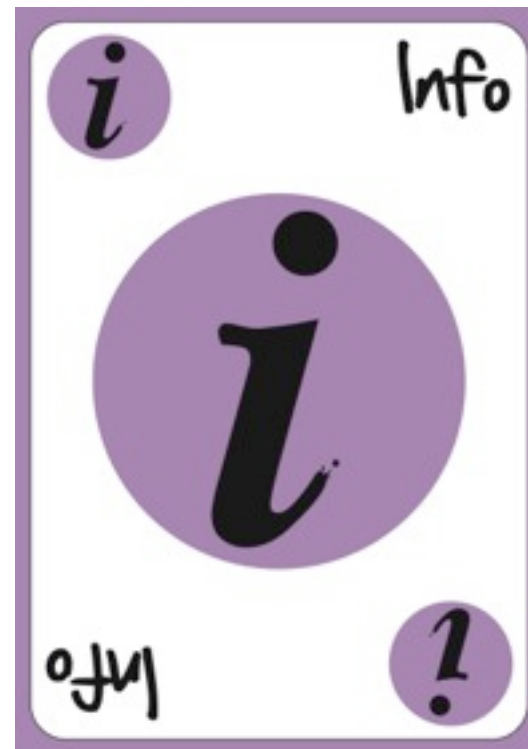
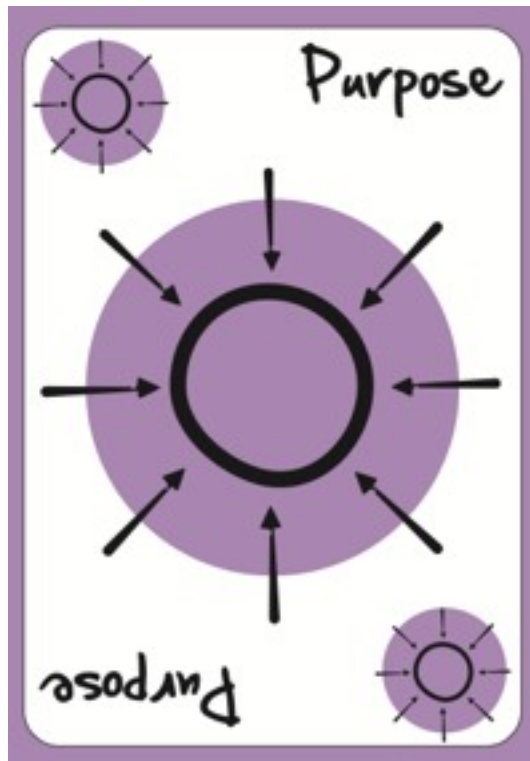
Q. What learning steps will we take?

Q. How will we do useful research?

Q. How will we share our findings?

# Inquiry?

# Open-ended investigation?



# Zestful inquiries!!

- Do something that makes them go Wow!
- Make the assessment tasks intellectually rigorous
- Generate interest with a provocative intro lesson
- Give your inquiry units some exciting titles (name them after a movie or a piece of music)



# Thinking with ICT

- It's not about the technology per se. It's about the thinking and learning!
- The digital tools have to advance that thinking and learning. Otherwise, why bother?



**2001 - large piece of cardboard;  
magazine photos; copy text from an  
encyclopedia; little idea of context**

**2011 - PP presentation; steal  
images from google; plagiarise  
from a cheat site; little idea of  
context**





Wordle is a toy for generating “word clouds” from text that you provide. The clouds give greater prominence to words that appear more frequently in the source text. You can tweak your clouds with different fonts, layouts, and color schemes. The images you create with Wordle are yours to use however you like. You can print them out, or save them to the Wordle gallery to share with your friends.

[Create](#) your own.

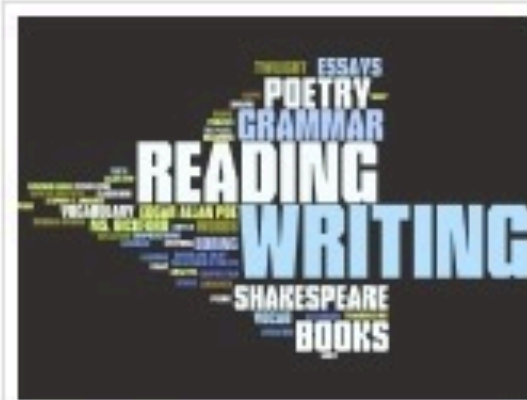
View some examples created by others...



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9 months, 1 week ago



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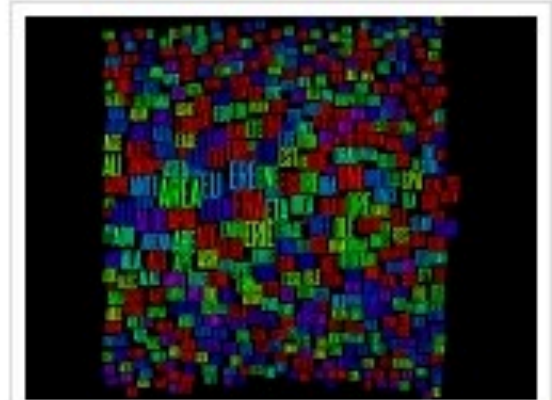
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6 months ago



[Most Common Crossword](#)

[Answers](#)

by [Jonathan](#)

1 year, 5 months ago

[More...](#)



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# Visual Stimuliii

- Most (!) of your students will be visual learners
- Children process images up to 10 000 times faster than text
- 90% recall of images after 72 hrs; 63% after one year
- Use every possible IWB, data projector, computer screen and chart that you can find
- Integrate your own visual collection to emphasise any key points
- Develop a visual database of ongoing achievements

Enjoy reading, writing and talking. Write poetry, stories, jokes, plays and much more.

**Smart**

Enjoy any kind of opinion, and letting thinking about their role in various situations.

**Smart**

Interfacing, recognizing patterns, being logical and rational.

**Smart**

Standing or responding.

**Smart**

Learn and communicating with others.

**Smart**

To and creating sounds and rhythms in musical instruments, voices and the environment.

**Smart**

Nature, predicting the environment and learning about the natural world.

**Smart**

Using and using hands or body to learn.

**Smart**

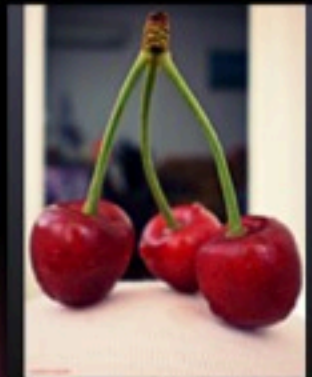
# Daily Discoveries in 7C!







Staring At Me



)



Porsche  
Intelligent Performance



Perfect circle



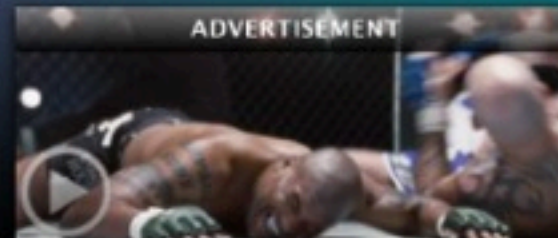
Emerald



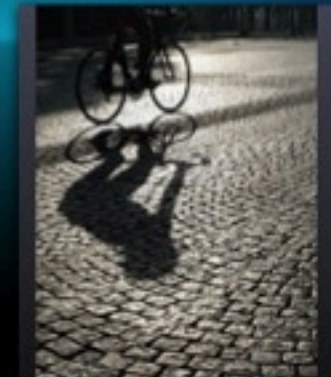
dark tulips



Circular logic ~ PT53



Nike  
Just do it.



just wheeling



Sunt



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[New York Times](#)

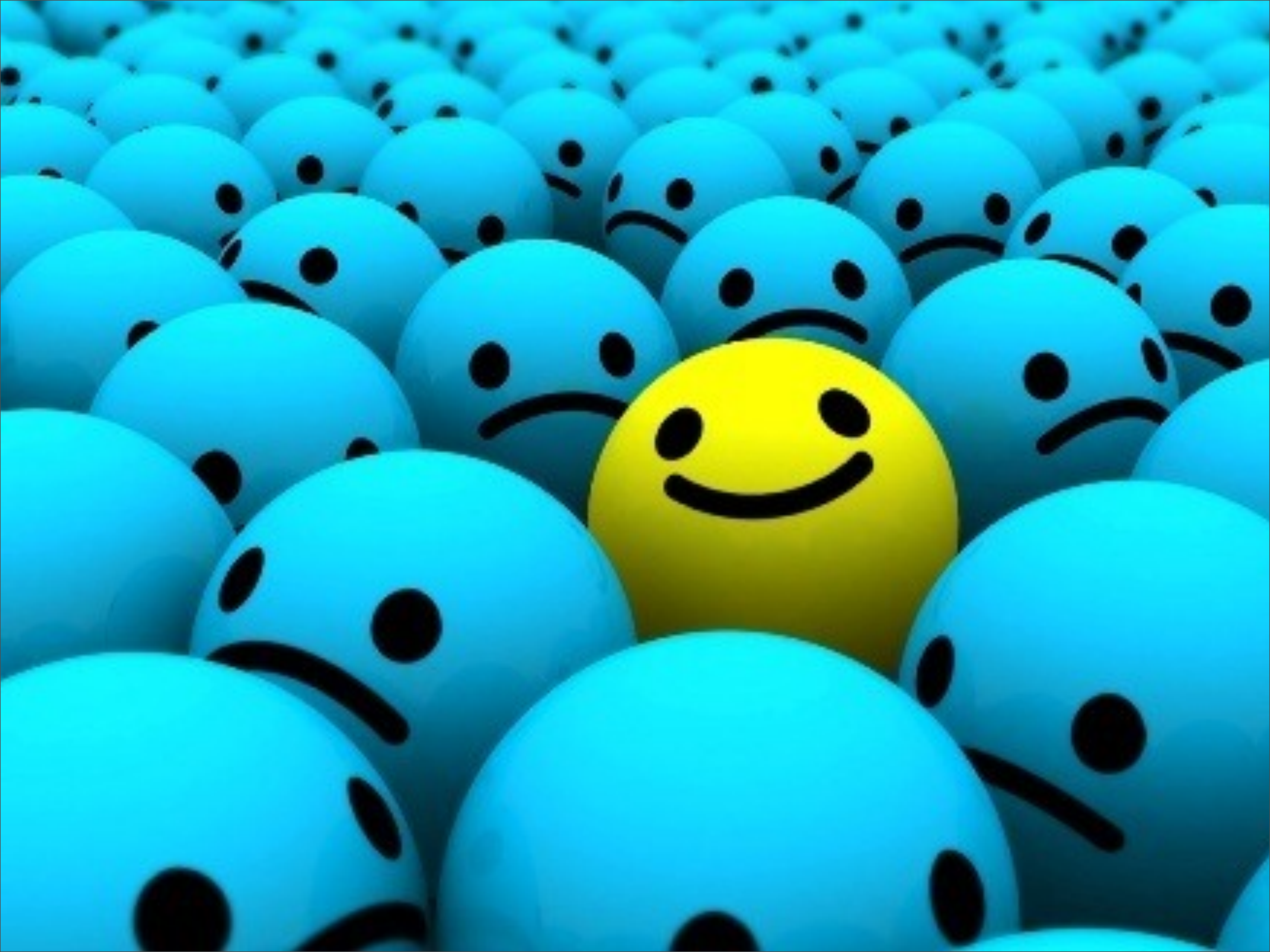
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*Keeps ideas flowing*

*Chris Anderson, TED*













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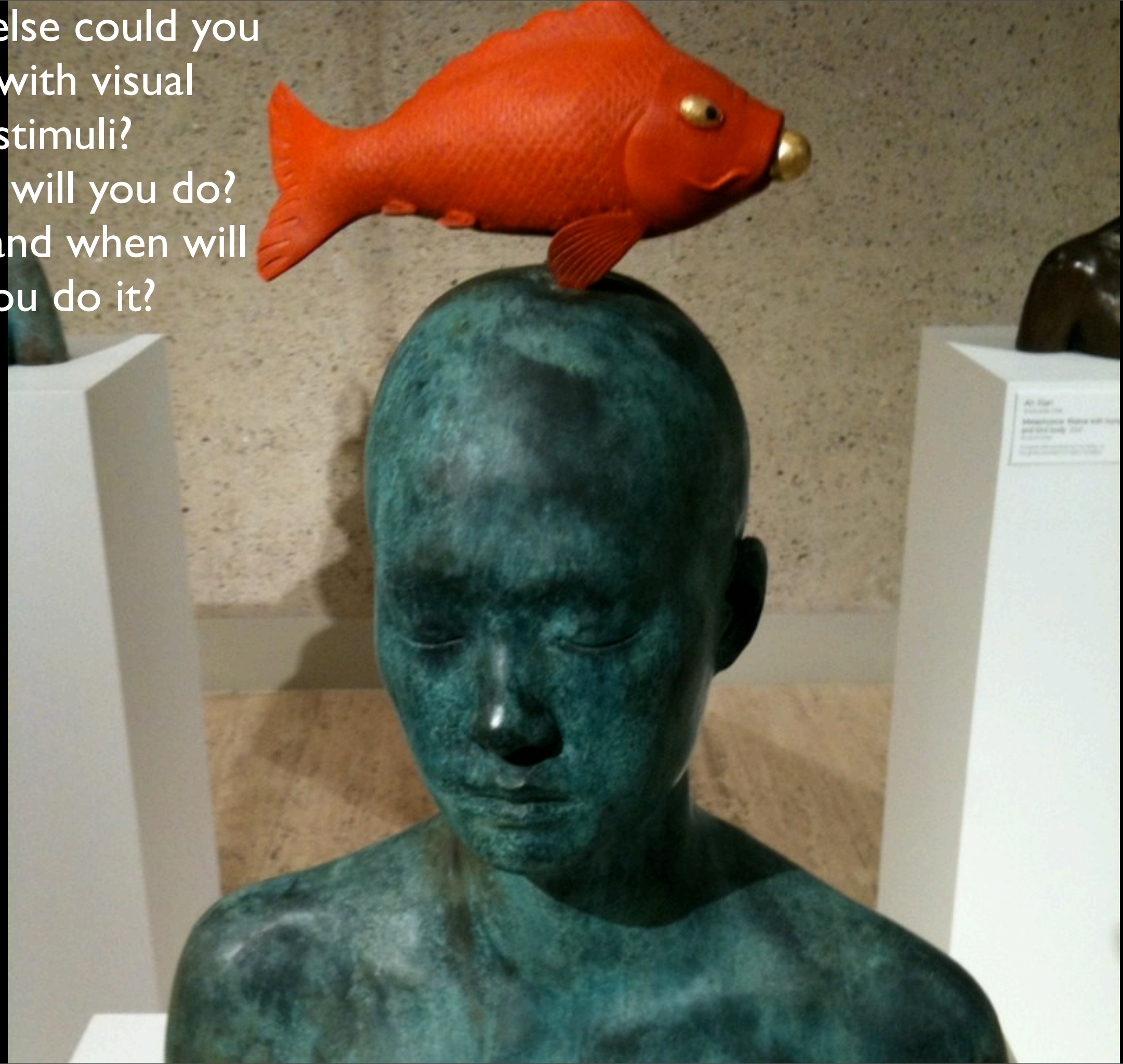






What else could you  
do with visual  
stimuli?

What will you do?  
How and when will  
you do it?





Elizabeth

Handwritten text in Hebrew script, likely a signature or name, written in brown ink on a white background.